14/3,K/6 (Item 6 from file: 347)
DIALOG(R)File 347: JAPIO

04836556 **Image available**
SHEET OF MUSIC PREPARING DEVICE

Pub. No.: 07-129156 [JP 7129156 A]
Published: May 19, 1995 (**19950519**)
Inventor: KATSUTA MASANORI
Applicant: KAWAI MUSICAL INSTR MFG CO LTD [350908] (A Japanese Company or Corporation) , JP (Japan)
Application No.: 05-299084 [JP 93299084]
Filed: November 05, 1993 (19931105) ...
Published: 19950519)
International Class: G10G-003/04; B41J-003/34; **G06F-003/12**; G09B-015/00

ABSTRACT
...display screen (Regions 23-26), and information about the print position relationship of the applicable **measure** with its preceding and following ones is stored for each **measure** in the sheet-of-music data, and a **clef** and/or five staffs are written additionally to the left and/or right of the five staffs of the applicable **measure** on the basis of the stored contents. Further a **reduced** scale sheet-of-music image data whose **clef** and/or five staffs have different hue, is made out page for page on the basis of the sheet-of-music data of the **measure** and displayed on the screen in one picture field. Di01

14/3,K/7 (Item 7 from file: 347)
DIALOG(R)File 347: JAPIO

04506101 **Image available**

METHOD FOR SEPARATING AND EXTRACTING MUSICAL NOTE SYMBOL

Pub. No.: 06-150001 [JP 6150001 A]
Published: May 31, 1994 (**19940531**)
Inventor: KAWADA SOICHIRO
NAKAJIMA HIRONORI
Applicant: MEIDENSHA CORP [000610] (A Japanese Company or Corporation), JP (Japan)
Application No.: 04-297476 [JP 92297476]
Filed: November 09, 1992 (19921109)
Journal: Section: P, Section No. 1794, Vol. 18, No. 466, Pg. 53, August 30, 1994 (19940830) ...
Published: 19940531)
JAPIO Class: ...Computer **Applications**)
JAPIO Keyword:

ABSTRACT

PURPOSE: To surely separate the elements of the **stave** and **musical note symbols** at a high speed and further to **reduce** memory capacity to be used in the case of processing the images of musical **scores**.

22/3,K/2 (Item 2 from file: 347)
DIALOG(R)File 347: JAPIO

06873234 **Image available**
DEVICE AND METHOD FOR DISPLAYING MUSIC INFORMATION

Pub. No.: 2001-100739 [JP 2001100739 A]
Published: April 13, 2001 (**20010413**)
Inventor: WAKUTA SADASHI
MATSUDA ICHIRO
Applicant: KAWAI MUSICAL INSTR MFG CO LTD
Application No.: 11-280885 [JP 99280885]
Filed: September 30, 1999 (19990930) ...
Published: 20010413)

ABSTRACT
...point is judged (a step 61), and the display coordinate data A of the lyrics/**note** are read (a step 62), and a vertical coordinate value is changed while a horizontal coordinate value is used as it is (a step 63), and the **bar** graph of a performance **program** picture 35 is written in the vertical and horizontal coordinates (a step 64). Thus, the **bar** graph under the lyrics/**note** is successively **extended** according to the progress of performance so that the progress situation of the performance can... Di01

Dialog eLink: Order File History
22/3,K/69 (Item 50 from file: 350)
DIALOG(R)File 350: Derwent WPIX

0006623818 *Drawing available*
WPI Acc no: 1993-406034/**199350**
XRPX Acc No: N1993-314213
Music learning and teaching aid of mechanical or electronic design - displays scale and chord data in e.g. horizontal direction, together with additional information for learning in e.g. vertical direction
Patent Assignee: HESNAN J (HESN-I)
Inventor: HESNAN J

Patent Family (12 patents, 42 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 1993024918	A1	19931209	WO 1993IE33	A	19930603	199350	B
AU 199340870	A	19931230	AU 199340870	A	19930603	199415	E
EP 643862	A1	19950322	EP 1993910310	A	19930603	199516	E
			WO 1993IE33	A	19930603		
GB 2282696	A	19950412	WO 1993IE33	A	19930603	199518	E
			GB 199424393	A	19941202		
US 5524522	A	19960611	WO 1993IE33	A	19930603	199629	E
			US 1994347387	A	19941205		
GB 2297860	A	19960814	GB 199424393	A	19941202	199636	E
			GB 19965093	A	19960311		
GB 2282696	B	19970416	WO 1993IE33	A	19930603	199719	E
			GB 199424393	A	19941202		
US 5639977	A	19970617	US 1994347387	A	19941205	199730	E
			US 1996605358	A	19960222		
EP 643862	B1	19970723	EP 1993910310	A	19930603	199734	E
			WO 1993IE33	A	19930603		
DE 69312494	E	19970904	DE 69312494	A	19930603	199741	E
			EP 1993910310	A	19930603		
			WO 1993IE33	A	19930603		
IE 74139	B	19970702	IE 1993423	A	19930603	199742	E

ES 2107665	T3	19971201	EP 1993910310	A	19930603	199803	E

Priority Applications (no., kind, date): IE 19921789 A 19920603

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
WO 1993024918	A1	EN	29	9		
National Designated States,Original	AT AU BB BG BR CA CH CZ DE DK ES FI GB HU JP KP KR KZ LK LU MG MN MW NL NO NZ PL PT RO RU SD SE SK UA US VN					
Regional Designated States,Original	AT BE CH DE DK ES FR GB GR IE IT LU MC NL OA PT SE					
AU 199340870	A	EN			Based on OPI patent	WO 1993024918
EP 643862	A1	EN	2	1	PCT Application	WO 1993IE33
					Based on OPI patent	WO 1993024918
Regional Designated States,Original	AT BE CH DE DK ES FR GB GR IE IT LI LU MC NL PT SE					
GB 2282696	A	EN	1	1	PCT Application	WO 1993IE33
					Based on OPI patent	WO 1993024918
US 5524522	A	EN	14		PCT Application	WO 1993IE33
					Based on OPI patent	WO 1993024918
GB 2297860	A	EN	17	4	Derived from application	GB 199424393
GB 2282696	B	EN			PCT Application	WO 1993IE33
					Based on OPI patent	WO 1993024918
US 5639977	A	EN	14		Division of application	US 1994347387
					Division of patent	US 5524522
EP 643862	B1	EN	18	9	PCT Application	WO 1993IE33
					Based on OPI patent	WO 1993024918
Regional Designated States,Original	AT BE CH DE DK ES FR GB GR IE IT LI LU MC NL PT SE					
DE 69312494	E	DE			Application	EP 1993910310
					PCT Application	WO 1993IE33
					Based on OPI patent	EP 643862
					Based on OPI patent	WO 1993024918

IE 74139	B	EN				
ES 2107665	T3	ES			Application	EP 1993910310
					Based on OPI patent	EP 643862

Original Publication Data by AuthorityArgentina**Publication No.** ...**Claims:**a programmable controller; anda user interface, wherein the controller is programmed to automatically generate **display** of musical note calculations on **staff** lines **extending** in a **calculation** direction, and **display** of additional information including playing instructions associated with the musical **notes**, the additional information being **displayed** in **transverse** alignment with **the** associated musical **notes** in **an** additional information direction.Basic Derwent Week: **199350**

Dialog eLink: Order File History
22/3,K/86 (Item 67 from file: 350)
DIALOG(R)File 350: Derwent WPIX

0001805638
WPI Acc no: 1979-F0151B/**197923**
Teaching method for keyboard musical instruments - records musical score in code corresponding to keys touched, with playback at different speeds indicating keys to touch
Patent Assignee: LOBAK (LOBA-N)

Patent Family (1 patents, 1 countries)							
Patent Number	**Kind**	**Date**	**Application Number**	**Kind**	**Date**	**Update**	**Type**
FR 2402262	A	19790404	FR 197726608	A	19770901	197923	B

Priority Applications (no., kind, date): FR 197726608 A 19770901

Alerting Abstract ...When the recording is played back, the different **keys** to be tracked to play the **score** are **displayed** or signalled. The recording is made at different constantly **increasing** speeds for the same musical **score**. ... Basic Derwent Week: **197923**...

32/3,K/1 (Item 1 from file: 347)
DIALOG(R)File 347: JAPIO

07204641 **METHOD FOR EXPRESSING KARAOKE**

Pub. No.: 2002-073057 [JP 2002073057 A]
Published: March 12, 2002 (**20020312**)
Inventor: KASHIWAGI SHOJI
Applicant: KASHIWAGI SHOJI
Application No.: 2000-297593 [JP 2000297593]
Filed: August 23, 2000 (20000823) ...
Published: 20020312)

ABSTRACT
...consisting mainly of a prelude, interlude and postlude' are indicated in different colors on a **musical score**, and 'all the text' and 'back chorus, call, interjected chant or the like' are indicated in different colors near a **musical note**. The object for **display** is a '**present** phrase', but a 'next phrase' is also **displayed** when there exists a **space**. While a piece of **music** progresses, the color of a part where playing is completed or the background color of... ...new 'next phrase' when there exists a space. In the other way of display, the **musical** score is fixed and the melody, accompaniment, text, back chorus, call, interjected chant or the... Di01

32/3,K/2 (Item 2 from file: 347)
DIALOG(R)File 347: JAPIO

07146291 **Image available**
DEVICE AND METHOD FOR DISPLAYING MUSIC INFORMATION

Pub. No.: 2002-014670 [JP 2002014670 A]
Published: January 18, 2002 (**20020118**)
Inventor: WAKUTA SADASHI
MATSUDA ICHIRO
Applicant: KAWAI MUSICAL INSTR MFG CO LTD
Application No.: 11-280883 [JP 99280883]
Filed: September 30, 1999 (19990930)
Image available
DEVICE AND METHOD FOR DISPLAYING MUSIC INFORMATION
...
Published: 20020118)

ABSTRACT
...the other word information and displayed, and that a performance timing is reported.

SOLUTION: Each **bar** mark data BM in automatic performance information MP is retrieved (step 51); word information and **note** data following this **bar** mark data BM, namely, words/ **notes/rests** at the head of each **bar** are retrieved (step 52); and picture data of word characters/**notes** differing in color, **size**, and density are produced and **displayed** (step 53) on a **display** device 19. Words/ **notes** relating to the performance points in the automatic performance information MP are discriminated (step 41... ...step data ST are retrieved before and after (step 42); picture data of word characters/**notes** differing in color, **size**, and density are created and **displayed** on the **display** device 19 (step 43); and thus, the words/**notes** at the head of the **bars** or the words/**notes** at the same performance timing can be recognized.

32/3,K/3 (Item 3 from file: 347)
DIALOG(R)File 347: JAPIO

07090935 **Image available**
MUSIC TRAINING IMPLEMENT

Pub. No.: 2001-318587 [JP 2001318587 A]
Published: November 16, 2001 (**20011116**)
Inventor: SHONO YOKO
Applicant: SHONO YOKO
Application No.: 2000-137663 [JP 2000137663]
Filed: May 10, 2000 (20000510)
Image available
MUSIC TRAINING IMPLEMENT
...
Published: 20011116)

ABSTRACT

PROBLEM TO BE SOLVED: To provide a **music** training implement which enables a user to understand and read pitch names and staffs by himself or herself while enjoying the training with a game sensation.

SOLUTION: This **music** training implement is **displayed** with **staff** 3 of a G-**clef** and **staff** 4 of an F-**clef** on the front surface of a planar body 1, is **displayed** with the pitch names at the respective lines and **spaces** of the **staff** 3 of the G- **clef** and the **staff** 4 of the F-**clef** and is provided with holes 5 into which are balls are put in correspondence to... Di01

32/3,K/5 (Item 5 from file: 347)
DIALOG(R)File 347: JAPIO

06354559 **Image available**
NOTE DISPLAY METHOD, MEDIUM RECORDING NOTE DISPLAY PROGRAM, BEAT DISPLAY METHOD AND MEDIUM RECORDING BEAT DISPLAY PROGRAM

Pub. No.: 11-296166 [JP 11296166 A]
Published: October 29, 1999 (**19991029**)
Inventor: ASAHI YASUHIKO
TOTSUKA AKIRA
Applicant: YAMAHA CORP
Application No.: 10-097571 [JP 9897571]
Filed: April 09, 1998 (19980409)
Image available
NOTE DISPLAY METHOD, MEDIUM RECORDING NOTE DISPLAY PROGRAM, BEAT DISPLAY METHOD AND MEDIUM RECORDING BEAT DISPLAY PROGRAM
...
Published: 19991029)

ABSTRACT

PROBLEM TO BE SOLVED: To effectively utilize the display **space** in a display of an electronic instrument, a display for teaching, etc.

SOLUTION: The right edge of **staff** notation of the bass register is located in the neighborhood of the right side of the display (b) of a **note** of an intermediate (c) sound and the left edge of the **staff** notation of the treble is located in the neighborhood of the left side of the display (b) of the **note** of the intermediate (c) sound. Beat display (c) and tempo display (e) are performed in an empty **space** that is right adjacent to the **staff** notation of the bass register. The display (d) of the title of **music** is performed in an empty **space** that is left adjacent to the staff notation of the treble. The beat display (c... Di01

32/3,K/8 (Item 8 from file: 347)
DIALOG(R)File 347: JAPIO

05915252 **Image available**
MUSICAL SCORE DISPLAYING METHOD

Pub. No.: 10-198352 [JP 10198352 A]
Published: July 31, 1998 (**19980731**)
Inventor: NISHIKAWA MASASHI
WATASE TAKAO
FUNADA KOICHI
Applicant: ROLAND CORP [460778] (A Japanese Company or Corporation), JP (Japan)
Application No.: 09-017313 [JP 9717313]
Filed: January 14, 1997 (19970114)
Image available
MUSICAL SCORE DISPLAYING METHOD
...
Published: 19980731)

ABSTRACT
PROBLEM TO BE SOLVED: To display a **musical** score such that a user easily recognizes its contents without defects, by calculating number of... ...displayed on the basis of the number of the sections for each line of the **musical** score and the number of lines to be displayed in display area on a display... ...area such as the switches 108, 110, 112, clefs, or margin is set as a **musical** note displaying region 100. Because a resize box 106 is displayed, a user puts the... ...box 106 and moves the mouse clicking to change a shape on the window. A **musical score** is **displayed** corresponding to a specified number of small sections and that of lines. This process requires variables such as **size** of **musical note displaying** region and small sections, the number of small sections per line, the number of lines, or front **size**. Di01

32/3,K/9 (Item 9 from file: 347)
DIALOG(R)File 347: JAPIO

03933689 **Image available**
METHOD AND DEVICE FOR GENERATING MUSIC PERFORMANCE TIMING

Pub. No.: 04-298789 [JP 4298789 A]
Published: October 22, 1992 (**19921022**)
Inventor: SHIBATA NAOKI
Applicant: NEC CORP [000423] (A Japanese Company or Corporation), JP (Japan)
Application No.: 03-064192 [JP 9164192]
Filed: March 28, 1991 (19910328)
Journal: Section: P, Section No. 1497, Vol. 17, No. 109, Pg. 114, March 05, 1993 (19930305)
Image available
METHOD AND DEVICE FOR GENERATING MUSIC PERFORMANCE TIMING
...
Published: 19921022)
JAPIO Class: ...Computer **Applications**)
JAPIO Keyword:

ABSTRACT
...trouble of data generation by realizing an ordinary irregularity in length shown by the same **note** length on a **score** with pulse timing which is made nonuniform in interval by imposing frequency modulation, decreasing the storage **capacity** for timing data on an automatic player for **music**, and diverting the timing data to **music** other than generated **music** as to the generating method for the performance timing of the automatic player... ...CONSTITUTION: The performance timing generation device of the automatic player for **music** is equipped with a read part 13 which measures timing by calculating pulses obtained at... ...pulses with a signal generated by imposing the frequency modulation on operation information on a **musical** instrument in a performance data storage part 12 stored with the timing of sound generation and the operation information on the **musical** instrument, and the operation information on the **musical** instrument out of the performance data part 12. Di01

32/3,K/10 (Item 10 from file: 347)
DIALOG(R)File 347: JAPIO

03657536 **Image available**
SHEET MUSIC EDITING SYSTEM

Pub. No.: 04-022636 [JP 4022636 A]
Published: January 27, 1992 (**19920127**)
Inventor: HASHIMASA TAKAHIRO
Applicant: DAINIPPON PRINTING CO LTD [000289] (A Japanese Company or Corporation), JP (Japan)
Application No.: 02-126928 [JP 90126928]
Filed: May 18, 1990 (19900518)
Journal: Section: M, Section No. 1243, Vol. 16, No. 184, Pg. 82, May 06, 1992 (19920506)
Image available
SHEET MUSIC EDITING SYSTEM
...
Published: 19920127)
JAPIO Class: ...Computer **Applications**)
JAPIO Keyword:

ABSTRACT

PURPOSE: To perform modified allocation of **musical notes** in block together with modification processing of a **staff** by a method wherein a variable magnification editing area is designated on a **staff** area displayed, lines and **spaces** of the **staff** are re-allocated while their magnification is changed according to a similarity ratio obtained by comparing both areas with each other, the re-allocation addresses for the **musical notes**, which are allocated when the **staff** area is designated, and calculated according to the allocation addresses of the **staff**, and the **musical notes** are respectively re-allocated on a memory medium... ...a similarity ratio, and re-allocates a new staff while the magnification of lines and **spaces** of the **staff** that is allocated and indicated on a CRT display 5 is changed according to the similarity ratio. When the re-allocation is completed, a **musical note** allocation modifying device 1b calculates the re-allocation address for the **musical notes**, which have been allocated when the **staff** area is designated, according to the allocation address of the **staff** allocated, and re-allocates the **musical notes** individually on a memory medium, so that the trim **size** and layout can be instantly changed to desired ones. Di01

Dialog eLink: Order File History
32/3,K/12 (Item 1 from file: 350)
DIALOG(R)File 350: Derwent WPIX

0013918724 *Drawing available*
WPI Acc no: 2004-098487/200410
XRPX Acc No: N2004-078567
Music notating method, involves showing position of accidental notes using five staff lines per octave, using two distinct colors for coloring major notes and remaining notes, respectively
Patent Assignee: HOLCOMBE J E (HOLC-I)
Inventor: HOLCOMBE J E

Patent Family (3 patents, 2 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20040007118	A1	20040115	US 2002394567	P	20020709	200410	B
			US 2002289199	A	20021106		
CA 2434126	A1	20040109	CA 2434126	A	20030702	200411	E
US 6987220	B2	20060117	US 2002289199	A	20021106	200606	E

Priority Applications (no., kind, date): US 2002394567 P 20020709; US 2002289199 A 20021106

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20040007118	A1	EN	18	11	Related to Provisional	US 2002394567
CA 2434126	A1	EN				

Music notating method, involves showing position of accidental notes using five staff lines per octave, using... Original Titles: Graphic color **music** notation for students... ...Graphic color **music** notation for students **Alerting Abstract** ...NOVELTY - The method involves including 7 **spaces** (101-10g) for **notes** of C major scale with the remaining **notes** of 12 tone scale overlapping these **spaces**. Five **staff** lines (11a-11e) per octave are used to **show** a position of accidental **notes**. Two distinct colors are used, one for coloring the C major **notes** and the other for coloring the remaining 5 notes of the scale. The **spaces** representing the Cs are marked with a colored shape. DESCRIPTION - An INDEPENDENT CLAIM is also included for a **music** notation assembly kit... ...USE - Used for learning a notation of a **musical** instrument... ...eliminates the need to memorize note names and their location on different clefs before reading **music**. The

method eliminates the need to memorize different types of notes and rests in order... ...DESCRIPTION OF DRAWINGS - The drawing shows a layout of the staff lines of a **music** notation... **Title Terms** /Index Terms/Additional Words: **MUSIC**; **Class Codes** Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A method of **music notation** with 7 **spaces for** the **notes** of the C **major** scale, with the remaining **notes** of the 12 **tone** scale overlapping these spaces. 5 **staff** lines **per** octave **can** be used to show the position of the accidental **notes**. Distinct colors are **assigned** to the 12 **notes** of the scale. **Two** distinct groups of colors are used, one for coloring the C major notes, the other... ... A method of **music** notation with 7 **spaces** for the **notes** of **the** C major scale, with the remaining **notes** of the 12 tone scale overlapping these **spaces**. **5 staff** lines per octave can be used **to** show **the** position of the accidental **notes**. Distinct colors are assigned to the 12 **notes of** the scale. Two distinct groups of colors **are** used, one for coloring the C major **notes**, the other for coloring the remaining 5 notes of the scale. The spaces representing Cs... **Claims:**I claim:**1**. A method of notating **music** comprising:(a) selecting a direction on a notation **surface** to represent the height of pitches, hereafter referred to as the direction of pitch,(b... ... I claim:4. A method of notating **music** comprising:(a) selecting a direction on a notation surface to represent the height of pitches... ... pitch,(b) selecting a perceptibly different direction on the notation surface to represent time, hereafter **referred** to as the direction of time,(c) selecting a segment of the notation surface in... Basic Derwent Week: 200410

Dialog eLink: Order File History
32/3,K/13 (Item 2 from file: 350)
DIALOG(R)File 350: Derwent WPIX

0013891641 *Drawing available*
WPI Acc no: 2004-070867/200407
XRPX Acc No: N2004-057068
Music score reading learning method, involves causing a player to sequentially play pairs of musical notes provided with respective alphabets by striking corresponding keys on keyboard
Patent Assignee: FEIDNER E V (FEID-I)
Inventor: FEIDNER E V

Patent Family (1 patents, 1 countries)							
Patent Number	**Kind**	**Date**	**Application Number**	**Kind**	**Date**	**Update**	**Type**
US 20040003704	A1	20040108	US 2002372779	P	20020415	200407	B
			US 2003413848	A	20030414		

Priority Applications (no., kind, date): US 2002372779 P 20020415; US 2003413848 A 20030414

Patent Details						
Patent Number	**Kind**	**Lan**	**Pgs**	**Draw**	**Filing Notes**	
US 20040003704	A1	EN	13	10	Related to Provisional	US 2002372779

Music score reading learning method, involves causing a player to sequentially play pairs of musical notes provided with respective alphabets by striking corresponding keys on keyboard Original Titles: Method for imparting **music** score reading and keyboard performance skills **Alerting Abstract** ...NOVELTY - The method involves providing **musical** staves, **musical** notes and letters of alphabet associated with the notes to a **musical** instrument e.g. keyboard, player. The player is then caused to sequentially play pairs of the **musical** notes by striking corresponding keys on the keyboard. USE - Used for imparting rudiments of **music** score reading in conjunction with playing of **musical** keyboard... ...ADVANTAGE - The method of providing **musical** notes along with their respective alphabet enables a player to develop an intuitive sense of how to relate various **musical** notes, chords or scales at an early requisite stage of learning... ...DESCRIPTION OF DRAWINGS - The drawing **shows** the relationship between the **notes** of a **musical** keyboard, and the **notes** assigned to the horizontal lines and **spaces** on a grand **staff**. **Title Terms** /Index Terms/Additional Words: **MUSIC**; **Class Codes** Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:** A

method is provided which facilitates for players the learning of **music** reading in the **playing** of keyboard instruments, which comprises the steps of providing a plurality of **musical** staves, **musical** notes, **and** letters **of** the alphabet corresponding to the **musical** notes; and causing **the** player to play sequentially pairs of **musical** notes by striking **corresponding** keys on the keyboard. **Claims:** What is claimed is: **1**. A method of facilitating the learning of **music** score reading in the playing of keyboard instruments, **comprising** imparting an understanding of the correlation between the white keys of the keyboard in terms...

32/3,K/14 (Item 3 from file: 350)
DIALOG(R)File 350: Derwent WPIX

0013295448 *Drawing available*
WPI Acc no: 2003-382234/200336
Related WPI Acc No: 2004-389986
XRPX Acc No: N2003-305357

Interactive game providing instructions in musical notation and in learning to play musical instruments for interpreting or compiling midi or other standard music files

Patent Assignee: SALTER H C (SALT-I); SALTER H S (SALT-I)
Inventor: C. SALTER H; SALTER H C; CHRISTOPHER S H

Patent Family (11 patents, 99 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 2003036587	A1	20030501	WO 2002US33235	A	20021018	200336	B
US 20030151628	A1	20030814	US 2001347554	P	20011020	200355	E
			US 2002273353	A	20021018		
EP 1449184	A1	20040825	EP 2002773794	A	20021018	200456	E
			WO 2002US33235	A	20021018		
AU 2002337891	A1	20030506	AU 2002337891	A	20021018	200461	E
KR 2004072621	A	20040818	KR 2004705850	A	20040420	200482	E
JP 2005507095	W	20050310	WO 2002US33235	A	20021018	200518	E
			JP 2003539000	A	20021018		
CN 1571985	A	20050126	CN 2002820835	A	20021018	200530	E
US 20060252503	A1	20061109	US 2001347554	P	20011020	200674	E
			US 2002273353	A	20021018		
			US 2006411835	A	20060427		
US 7174510	B2	20070206	US 2001347554	P	20011020	200713	E
			US 2002273353	A	20021018		
KR 856928	B1	20080905	WO 2002US33235	A	20021018	200912	E
			KR 2004705850	A	20040420		
CN 100437662	C	20081126	CN 2002820835	A	20021018	200943	E

Priority Applications (no., kind, date): US 2001347554 P 20011020; US 2002273353 A 20021018; US 2006411835 A 20060427

Patent Details						
Patent Number	**Kind**	**Lan**	**Pgs**	**Draw**	**Filing Notes**	
WO 2003036587	A1	EN	30	12		
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW					
Regional Designated States,Original	AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SK SL SZ TR TZ UG ZM ZW					
US 20030151628	A1	EN			Related to Provisional	US 2001347554
EP 1449184	A1	EN			PCT Application	WO 2002US33235
					Based on OPI patent	WO 2003036587
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AU 2002337891	A1	EN			Based on OPI patent	WO 2003036587
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US 20060252503	A1	EN			Related to Provisional	US 2001347554
					Continuation of application	US 2002273353
US 7174510	B2	EN			Related to Provisional	US 2001347554
KR 856928	B1	KO			PCT Application	WO 2002US33235
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Interactive game providing instructions in musical notation and in learning to play musical instruments for interpreting or compiling midi or other standard music files
Original Titles:AN INTERACTIVE GAME PROVIDING INSTRUCTION IN **MUSICAL** NOTATION AND IN LEARNING AN INSTRUMENT... ...AN INTERACTIVE GAME PROVIDING INSTRUCTION IN **MUSICAL** NOTATION AND IN LEARNING AN INSTRUMENT... ...AN INTERACTIVE GAME PROVIDING INSTRUCTION IN **MUSICAL** NOTATION AND IN LEARNING AN INSTRUMENT... ...Interactive game providing instruction in **musical** notation and in

learning an instrument... ...Interactive game providing instruction in **musical** notation and in learning an instrument... ...Interactive game providing instruction in **musical** notation and in learning an instrument... ...AN INTERACTIVE GAME PROVIDING INSTRUCTION IN **MUSICAL** NOTATION AND IN LEARNING AN INSTRUMENT... **Alerting Abstract** ...standard and is connected to the computer through a user standard midi interface. A readable **music** file is used to direct creation of game objects towards the keyboard that is activated... DESCRIPTION - INDEPENDENT CLAIMS are included for a method of using a computer, for a computer **program** product and for a method of instructing a user to read **musical** notation... ...USE - Providing instructions in reading **musical** notation... ...ADVANTAGE - Simple forming of **musical** notation into a grid... **Title Terms** .../Index Terms/Additional Words: **MUSIC**; **Class Codes** Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A **musical** keyboard (150) is connected to a computer (100). The computer (100) implements a graphical user interface (350) for teaching users to play the **musical** instrument (150). A computer readable **music** file, such as a MIDI file (400), is used to drive the creation of game... ... a virtual keyboard (200i). In one form, when a user presses a key of the **musical** keyboard (150) within a certain time window of arrival of the game object at the... ... A **musical** keyboard is connected to a computer. The computer implements a graphical user interface for teaching users to play the **musical** instrument. A computer readable **music** file, such as a MIDI file, is used to drive the creation of game objects... ... of a virtual keyboard. In one form, when a user presses a key of the **musical** keyboard within a certain time window of arrival of the game object at the corresponding... ... A **musical** keyboard is connected to a computer. The computer implements a graphical user interface for teaching users to play the **musical** instrument. A computer readable **music** file, such as a MIDI file, is used to drive the creation of game objects... ... of a virtual keyboard. In one form, when a user presses a key of the **musical** keyboard within a certain time window of arrival of the game object at the corresponding... ... A **musical** keyboard is connected to a computer. The computer implements a graphical user interface for teaching users to play the **musical** instrument. A computer readable **music** file, such as a MIDI file, is used to drive the creation of game objects... ... of a virtual keyboard. In one form, when a user presses a key of the **musical** keyboard within a certain time window of arrival of the game object at the corresponding... ... A **musical** keyboard (150) is connected to a computer (100). The computer (100) implements a graphical user interface (350) for teaching users to play the **musical** instrument (150). A computer readable **music** file, such as a MIDI file (400), is used to drive the creation of game... ... a virtual keyboard (200i). In one form, when a user presses a key of the **musical** keyboard (150) within a certain time window of arrival of the game object at the... ... Selon l'invention, un clavier **musical** (150) est connecte a un ordinateur (100) qui met en oeuvre un interface graphique utilisateurUn fichier **musical** lisible par ordinateur, par ex. un fichier MIDI (400), est utilise pour commander la creation... ... 200i). Dans un mode de realisation, lorsqu'un utilisateur appuie sur une touche du clavier **musical** (150) au moment ou l'objet de jeu arrive a la touche correspondante du clavier... **Claims:**[CLAIM 1] -, and the step -, processing the **music** file in processor here, the square key on the virtual keyboard has the counterpart... ...x2460; display as to the double-way instruction method for teaching user to read the **music** notation (**musical** notation) by using the display connected to this processor and

the system having the **music** input keyboard on the top of the displayed image as described above with step - produces image. In arrangement by -, and processing the **music** file includes at least, the first **musical** note, and data, the first game object showing the first **musical** note faces the front part of the first primary key on the virtual keyboard corresponding to the first **musical** note according to the first straight line route across the displayed image as described above... ...object arranges with the first primary key on the virtual keyboard and showing the second **musical** note with the virtual keyboard and the step that controls the display in order to... ...the front part of the second key on the virtual keyboard corresponding to the second **musical** note to upside across the displayed image as described above along the second straight path... ...keyboard in processor and virtual keyboard. Data corresponds to the arrangement of the second **musical** note of turn after having the rhythm pattern. The step user strikes the counterpart key ... ...displayed in - above statement; and the game object moves according to the line or the **space** until it arranges with each counterpart **key** on the virtual keyboard and it collides with the virtual keyboard of claim 1, wherein in - the step, that reaches the level which indicates that the **score** about the user maintained with processor satisfies the fixed threshold of the user **musical** performance; it controls the display and approximately 90 rotates the displayed image as described above... ...that controls the display in order to change the game object to the ledge curl **music** notation is additionally included... ...are included, and a plurality of keys is included the virtual keyboard, and here the **music** file includes data corresponding to the arrangement of successive a plurality of **musical** notes having the rhythm pattern with step -, and has the counterpart key on the input keyboard, it processes the **music** file in processor and in which the square key on the virtual keyboard controls... ...expressed in one of game objects of the displayed in image as described above, each **musical** note is a part of processing. The virtual keyboard here image is positioned at... ...first location of on display as to the method for training to read the **music** notation (**musical** notation) through interaction between the display connected to this processor and the system having the **music** input keyboard to user on the top of the displayed image as described above with... ...collision of the game object with the counterpart key on the virtual keyboard which **musical** note corresponds to each other it corresponds with the step detecting each case where the...to the straight path which faces the key on the virtual keyboard corresponding to the **musical** note it controls the display and the step that at the same time, user materially... ...processor and the user maintained with processor reaches the fixed threshold of the user **musical** performance, it controls the display and approximately 90 rotates interface at the second position at... ...and the game object moves according to the straight path for the virtual keyboard.The **music** notation instruction method using the system including... ...straight path, it introduces; and the game object moves according to the line or the **space** until it arranges with each counterpart **key** on the virtual keyboard and it collides with the virtual keyboard of claim 4, wherein in - visible **staff** lines controlling the display and defining the **space** here the line and **space**, the game object moves to the virtual keyboardThe **music notation** instruction method using the system which additionally includes... ...CLAIM 6] To the calculation unit (computing element), linked to the **musical** key board as to the system facilitate to be trained about the execution of the **musical** key board and **software** is the calculation unit the square key on the virtual keyboard includes it is displayed... ...keys corresponding to one octave at least here the display, which the

user of the **musical** key board can look and the **software** storage media, which is equipped within system it is linked to the calculation unit and **software** - implemented in thestorage media the **software** links the virtual keyboard displayed on the top of operation by the user of the **musical** key board and display on the calculation unit it is performed by the calculation unit it is linked to the calculation unit. The step, loading the **music** file having data corresponding to the arrangement of the **musical** note of the **music** work and the execution teaching system following to process the loaded **music** file as described above and controls the display, and it shows the **musical** note but upward proceeds a plurality of game objects different from the **music** notation from the bottom part (lower end portion) of the display according to the straight... ...user with each key on the virtual keyboard corresponding to the key of the engaged **musical** key board in order to render the **music** work on the **musical** key board and performs the step that the game object conflicts with the virtual keyboard, and for hour in which the **music** file is loaded, and a plurality of keys of each octave of a plurality of... ...CLAIM 7] To the **software** as to claim 6, is the calculation unit.The step rotating the route of the... ...CLAIM 8] To the **software** as to claim 7, is the calculation unit.The step that controls the display and that a plurality of game objects is transformed into into the **music** notation.The execution teaching system which it additionally performs...claim 8, wherein in the other for hour of the time next in which the **music** file is loaded, a plurality of keys on the **music** notation and virtual keyboard is displayed in the black and white... ...a part of a plurality of keys of each octave of a part of the **music** notation and virtual keyboard are displayed in previously of the other time as described above in which a plurality of keys on the **music** notation and virtual keyboard is displayed in the black and white; and a part have... ...the rest of a plurality of keys of each octave of the rest of the **music** notation and virtual keyboard are displayed in the black and white... ...CLAIM 11] To the **software** as to claim 6, is the calculation unit.The execution teaching system wherein user presses the counterpart key on the **musical** key board in the set up time allowance heat window (time telerance hit window) spanned... ...CLAIM 12] The execution teaching system including translator of claim 6, wherein the **software** converts data of the **music** file into the command about a plurality of game objects... ...CLAIM 16] As to the method for using computer in the **musical** instrument, the step linking the **musical** key board and display to computer, and a plurality of keys is included. And the... ...top of the display, it includes -, and data, it corresponds to the processing of the **music** file at computer and the virtual keyboard controls the display. In that way the **musical** note is shown but a plurality of game objects different from the **music** notation is upward proceeded from the bottom part (lower end portion) of the display according... ...controls the display as computer and produces the virtual keyboard. Data here step - loading the **music** file processed at computer the **music** file corresponds to the arrangement of the **musical** note of the **music** work stored as the readable with computer form. The computer method of use of the **musical** instrument arranging by user with each key on the virtual keyboard corresponding to the key of the engaged **musical** key board in order to render the **music** work on the **musical** key board and includes the step that the game object conflicts with the virtual keyboard displayed in a part during of the time in which the **music** file is loaded... ...display of the square key on the virtual keyboardThe computer method of use of the **musical** instrument which it additionally includes... ...CLAIM 18] The computer method of use of the **musical** instrument of claim 17, wherein the step controlling the

display and transforms a plurality of game objects to the **music** notation is additionally included... ...CLAIM 19] The computer method of use of the **musical** instrument in which a plurality of keys on the **music** notation and virtual keyboard is displayed on dissimilar for hour of the time next in the black and white of claim 18, wherein the **music** file is loaded... ...CLAIM 20] The computer method of use of the **musical** instrument of claim 19, wherein it each other is coded to one by one correspondence... ...a part of a plurality of keys of each octave of a part of the **music** notation and virtual keyboard are displayed in previously of the other time as described above in which a plurality of keys on the **music** notation and virtual keyboard is displayed in the black and white; and the rest of a plurality of keys of each octave of the rest of the **music** notation and virtual keyboard are displayed to the black and white... ...CLAIM 21] The computer method of use of the **musical** instrument of claim 16, wherein it is given in the set up time allowance heat... ...key and game object of the virtual keyboard intersect when the counterpart key on the **musical** key board pushes, it additionally includes... ...CLAIM 22] The computer method of use of the **musical** instrument of claim 16, wherein the step converting data of the **music** file into the command producing a plurality of game objects is additionally included ... ...CLAIM 23] The computer method of use of the **musical** instrument of claim 22, wherein the command producing a plurality of game objects operates the... ...CLAIM 24] The computer method of use of the **musical** instrument of claim 23, wherein the game object generator is related to the library of... ...It is adjustable to the time by user.The computer method of use of the **musical** instrument which is thing done by ...CLAIM 26] To the computer instruction is the calculation unit **musical** key board, the calculation unit linked in the **musical** key board and functional, the storage media within the display, and the computer instruction implemented in the storage media are included as to the **music** notation teaching system. The storage media within the display can look by the user of the **musical** key board it is linked in the calculation unit and functional and the system which linked is linked with the calculation unit.The step, that loads the **music** file which has data corresponding to the arrangement of the **musical** note in the direction corresponding to the mode in which generally keys are plyed it... ...the display and the step controlling the display according to the processing of the loaded **music** file as described above, and proceeds a plurality of game objects to the front part of the square key on the virtual keyboard to upside in on display.The **music** notation teaching system performed... ...is the calculation unit.Progressing and virtual keyboard of a plurality of game objects.The **music** notation teaching system which additionally performs the step rotated at the backward which a plurality... ...CLAIM 28] The **music** notation teaching system of claim 26, wherein the key of the **musical** key board is coded so that it match with the collar coding of the key... ...CLAIM 29] To the computer instruction as to claim 26, is the calculation unit.The **music** notation teaching system wherein the step transforming the game object to the **musical** note is additionally performed... ...CLAIM 30] To the computer instruction as to claim 28, is the calculation unit.The **music** notation teaching system wherein the step that collar does not code the game object is... ...CLAIM 31] The step here the virtual keyboard is the **music** notation displayed in step - producing the image controlling the display to computer as to the... ...above, and including a plurality of keys corresponding to one octave at least of the **musical** key board the virtual keyboard, and it has the front part on the low side... ...display as computer, and proceeding a plurality of game objects showing the

arrangement of the **musical** note across the displayed image as described above towards the square key on the virtual... ...the virtual keyboard and colliding with the virtual keyboard.The computer instruction method of the **music** notation included... ...CLAIM 32] The computer instruction method of the **music** notation of claim 31, wherein the step that collar codes a plurality of keys on... ...virtual keyboard to control the display and correspond to the key which collar on the **musical** key board is coded and correspond to the game object which collar is coded is...CLAIM 33] The computer instruction method of the **music** notation of claim 31, wherein the display is controlled and the displayed image as described... ...CLAIM 34] The computer instruction method of the **music** notation of claim 31, wherein a plurality of game objects controlling the display and shows the arrangement of the **musical** note is proceeded towards the square key on the virtual keyboard across the displayed image... ...CLAIM 35] The computer instruction method of the **music** notation of claim 31, wherein the step controlling the display and transforms a plurality of game objects to the **musical** note is additionally included... ...CLAIM 36] The computer instruction method of the **music** notation which additionally includes step of claim 32, wherein one is not coded to collar... ...CLAIM 37] The computer instruction method of the **music notation** of claim 31, wherein the step -, introducing the visible **staff** line controlling the display and defining the **space** here, each of a plurality of game objects move across the displayed image as described above according to the line or the **space** until it collides with the virtual keyboard on the counterpart **key**, the step -, introducing the visible **staff** line controlling the display and defining the **space** here, each of a plurality of game objects include ... ...CLAIM 38] The **program** storage which includes thing; here the virtual keyboard as to the displayed image as described... ...computer it includes a plurality of keys corresponding to one octave at least of the **musical** key board the virtual keyboard; the square key controls thing and the bed display having... ...a plurality of keys proceeds a plurality of game objects showing the arrangement of the **musical** note across the displayed image as described above towards the square key on the virtual... ...and performs the step colliding with the virtual keyboard of the apparatus for storing the **program** which is used in computer and trains the **music** notation, wherein command - more than task on the readable with computer media and the media... ...executable with the processor of computer here, computer are comprised of the display and the **musical** key board linked with processor... ...CLAIM 39] To command as to claim 38, is computer.The **program** storage wherein the step that collar codes a plurality of keys on the virtual keyboard to control the display and correspond to the key which collar on the **musical** key board is coded and correspond to the game object which collar is coded is... ...proceeds a plurality of game objects controlling the display and shows the arrangement of the **musical** note towards the square key on the , virtual keyboard ... a plurality of game objects collides with the square key on the virtual keyboard.The **program** storage wherein it additionally performs... ... computer.The step controlling the display and transforms a plurality of game objects to the **musical** note.The **program** storage wherein it additionally performs... ... a plurality of game objects controlling the display and collar is coded with collar.The **program** storage wherein it additionally performs... ... to claim 38, is computer.- until it collides with the virtual keyboard on the counterpart **key**, here each of a plurality of game objects moves across the displayed image as described above according to the line or the **space** with step - introduces the visible **staff** line which

controls the display and defining the **space**.The **program** storage wherein it additionally performs... ... a plurality of game objects moves towards the virtual keyboard in a counterclockwise direction.The **program** storage wherein it additionally performs... ... and it changes the attribute of image, and in that way more nearly simulates the **music** notation on the standard **music** staff (standard **musical** staff).The **program** storage which it additionally performs... ... CLAIM 46] The **program** storage of claim 45, wherein the attribute of the displayed image as described above is... ... 1. Apparatus for providing **musical** instruction comprising:a. a computing element;b. a display connected to the computing element;c. a **musical** keyboard connected to the computing element; andd. **software** for execution on said computing element linking a virtual keyboard displayed on said display when the **software** is executed on the computing element with actions by a user of said **musical** keyboard as part of a game... ... invention claimed is:14. A method of using a computer for facilitating learning to read **musical** notation on a standard staff, comprising the steps of: displaying a graphical user interface, having... ... virtual keyboard having a plurality of keys corresponding to at least one octave of a **musical** keyboard with each key having a back portion substantially at a top of the graphical... ... an opposed lower front portion;progressing a plurality of game objects, representing an arrangement of **musical** notes, upward toward respective keys on the virtual keyboard such that ...Basic Derwent Week: **2002WO-US0033235**

0009656630 *Drawing available*
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Scale-based music rotation for graphical representation of keyboard

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Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 5962800	A	19991005	US 1996646510	A	19960507	199952	B
			US 199812879	A	19980123		

Priority Applications (no., kind, date): US 1996646510 A 19960507; US 199812879 A 19980123

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 5962800	A	EN	10	5	C-I-P of application	US 1996646510

Scale-based music rotation for graphical representation of keyboard Original Titles: Scale-based **music** notation system. **Alerting Abstract** ...the black and white keys. An INDEPENDENT CLAIM is also included for method of representing **music** notation... ...ADVANTAGE - Greatly simplifies the reading and playing of **music**, by displaying only the valid notes of diatonic scales, and by displaying those notes on... ...since there is a direct correspondence between the keys and the visual representation of diatonic **music**. The use of sharps and flats is eliminated in the identification of key, thereby eliminating the mental calculation required for carrying of flats and sharps through a whole piece of **music**. ... ...DESCRIPTION OF DRAWINGS - The figure shows a diatonic **music** staff in the key **Title Terms** .../Index Terms/Additional Words: **MUSIC**; **Class Codes** Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A **musical** notation system which displays the seven notes of any chosen scale on a staff of... ... a graphical representation of a keyboard. No sharps or flats are used to designate a **key**, but rather only **the** valid **notes** of any particular **diatonic** scale are provided with positions on the staff. Notations which indicate octaves, beats per **measure**, the selected **Key and** the mode **are** all provided. Symbols for timbre, loudness, duration of **notes** and **rests** are **the** same **as** conventional **music notations. >Claims:A music notation system, for graphical representation of a keyboard, and for**

displaying notes of a selected musical scale, called valid notes, which comprises:said keyboard which utilizes a repeating pattern of seven keys and is programmed to play only seven valid notes of said selected musical scale; anda staff which is said graphical representation of said keyboard, having a recognizable pattern of positions corresponding... ... for an adjacent and consecutive display of only said seven valid notes of said selected musical scale in temporal relationship to each other, with only enough display positions for said seven valid notes of any selected musical scale.Basic Derwent Week: 199952